Little Speller™

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The fun and easy way for young children to learn spelling.

A Product of
The Software Guild

SYSTEM REQUIREMENTS

Apple® II with Applesoft, II+, IIe, or Franklin Ace™ 1000
48K • DOS 3.3 • One Disk Drive

PACKAGE CONTENTS

Little Speller Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Little Speller is an interactive learning system for children in kindergarten through third grade. It helps them to build spelling skills, identify basic word groupings and link words to pictures. Little Speller also encourages young children to interact comfortably with the computer. Entertaining drawings and musical sound effects capture the child's interest. Because it is fun, your child will want to study with Little Speller!

III. Troubleshooting

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Given normal use, it should provide you with many hours of consistent operation. However, should you have problems with the program, please follow these steps:

1. If the program never starts or dies soon after starting:

   - Check the instructions on how to start the program. Try them again, following all steps exactly.
   - Check to see that you have the disk in the correct disk drive.
   - Make sure that you have all the equipment necessary to run this program, and that it is properly connected. See the front page of this document for a list of necessary equipment.
   - Make sure your disk drive is working properly. Try another disk that you know to be good. If it does not start properly, stop the computer immediately and disconnect the drive. Do not use the drive again until it has been checked or it may damage other disks.

2. If your disk becomes damaged:

   - Given normal use, it should not be possible to damage your disk. However, if the disk or program on it does become damaged, please return it to us with a short description of the problem. The Software Guild, Inc., will replace your disk promptly, according to warranty provisions.

3. If you have other problems:

   - Please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

The Software Guild, Inc.
Customer Service
2935 Whipple Road
Union City, CA 94587
1 (800) 341-4000

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IMPORTANT TIPS

In general, the child will need some help from an adult the first few times the program is used. Starting the program is very simple—the child should just put the diskette into the drive and turn on the computer. A variety of pictures will appear on the screen, and then a list of choices (called a "menu"). The child should press <1> at this time.

Adults may find that they can type faster than the computer can print letters, with the result that some letters never appear on the screen. This should not be a problem with young children.

About Children and Diskettes

It is strongly recommended that very young children not handle the program diskette without being closely observed the first time. The program diskette is indeed fragile and physical mishandling can easily cause damage. Instruct your child to handle the diskette only by the labeled edge.

Rules to Remember:

Do make sure the shift lock light is lit *if running this program on the Franklin Ace. Little Speller recognizes only capital letters.*

Do not press <CTRL-C> *while the program is running. Results are unpredictable and damage to your program may result.*

Do not open the disk drive door *while the "in-use" light is on. This may damage your diskette and render it unusable.*

Do not try to make a copy of this diskette. *If during normal use something goes wrong with your diskette, please refer to the Troubleshooting section of this manual.*

II. A Closer Look at Little Speller

While children will enjoy the pictures and sounds of Little Speller, adults will most appreciate the flexibility which the Learning Manager provides. This section describes various features of the Learning Manager, and how to set the program to suit the child's needs. In addition, it describes the two main learning units and how the child is to use them.

In the rest of this booklet, we will be referring to Spelling Bee and Reading Primer. These are the two main learning units of Little Speller, one for spelling and one for reading. Spelling Bee teaches spelling by drawing pictures and then asking for the name of the object drawn. Reading Primer draws three pictures and then displays a word. The child must choose which picture matches the word.

In addition to the two learning units, Little Speller also makes use of three "modes." These are the Demonstration Mode, the Drill Mode, and the Tutorial Mode. Demonstration Mode provides a demonstration of each of the lessons in Little Speller. Drill Mode runs drills just like the tests a teacher would give in class. Tutorial Mode teaches the names of objects by presenting an object and its name, erasing the name, and then asking the child to type the name again. Tutorial Mode can be used only with Spelling Bee.

To prepare to use Little Speller, you should first run the demonstrations of Spelling Bee and Reading Primer. Then you should enter the Learning Manager and learn how to use the various features. You will use the Learning Manager to set the program for your child to use. Finally, you should teach your child how to use the diskettes and run the program.

DEMONSTRATION MODE

When Little Speller first arrives, it is set to Demonstration Mode. This allows you to see exactly what the child will be learning. It behaves differently depending on whether the program is set to show the Spelling Bee or the Reading Primer.

If you haven't booted the program yet, do so now. Follow steps 1–4 in the "Getting Started" section of this booklet. Do not press the right arrow <→> key at this time.

After booting the system, a list of choices will appear on the screen. Pressing <0> will return you to Applesoft. If the program was set to show Reading Primer, pressing <1> will start the demonstration. You may wait for the demonstration to finish, or press <ESC> to end early. When the menu appears again, press <0> to go to Applesoft.

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